![SEGA SPORTS NBA 2K2]

![SEGA SPORTS TENNIS 2K2]

Dreamcast

EVERYONE
E
CONTENT RATED BY
ESRB
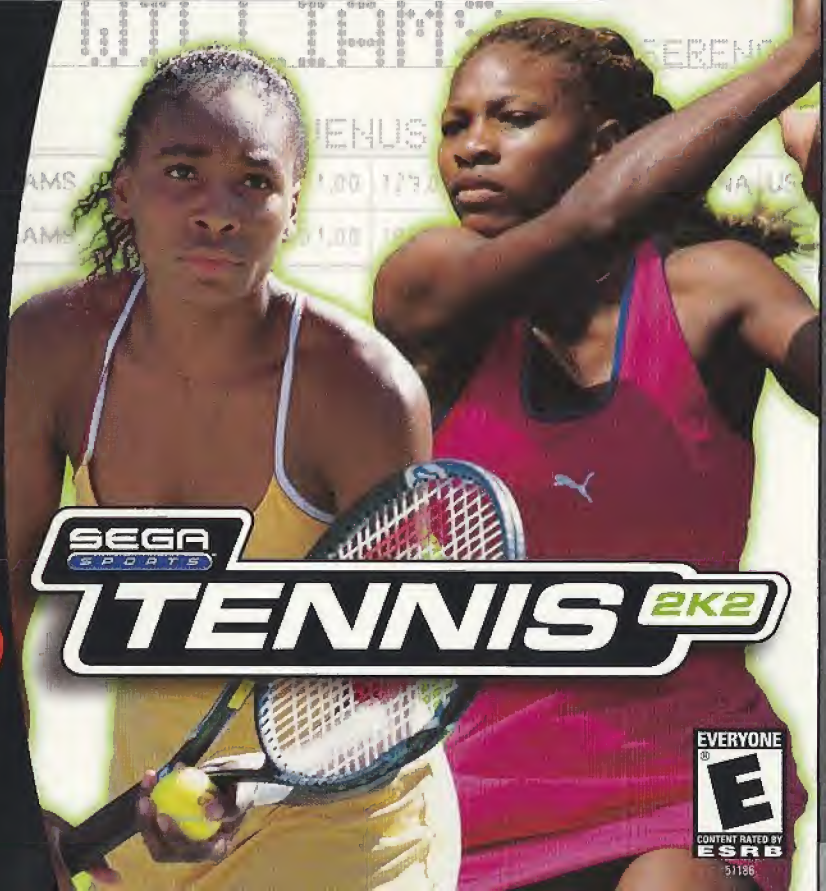
SEGA SPORTS

EVERYONE
E
ESRB

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ESRB

-WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

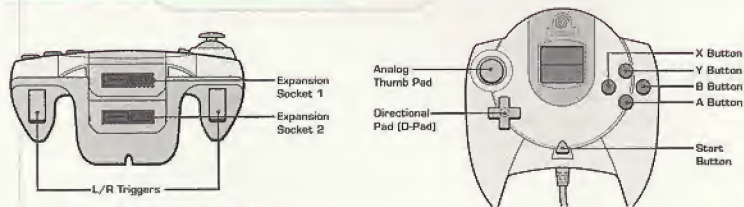# TABLE OF CONTENTS

Thank you for purchasing "Sega Sports Tennis 2K2". Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Tennis 2K2.
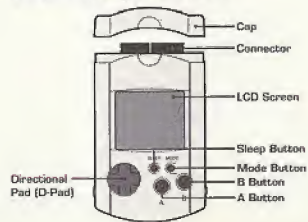
"Tennis 2K2" is a memory card (sold separately) compatible game. With this game, at least 4 blocks of free memory spaces are required to save game files.
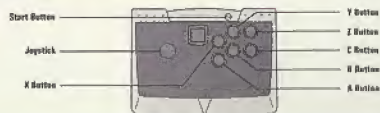
1

MENU CONTROLS

Control Summary

Expansion Socket 1
Expansion Socket 2
L/R Triggers

Analog Thumb Pad
Directional Pad (D-Pad)

X Button
Y Button
B Button
A Button
Start Button

Visual Memory Unit (VMU)

Cap
Connector
LCD Screen
Sleep Button
Mode Button
B Button
A Button
Directional Pad (D-Pad)

Jump Pack*

*Jump Pack™ cannot be used with an Arcade Stick.

Arcade Stick (sold separately)


Start Button
Joystick
X Button
Y Button
Z Button
C Button
B Button
A Button

Basic Operation

Controller Operation

"Tennis 2K2" is for 1 to 4 players. Insert Dreamcast Controllers (Arcade Sticks) for the number of players into ports A to D before turning on the console. Do not operate the D-Pad or Trigger **L**/**R** when turning on the console, or a malfunction may occur due to improper player position setting. To go back to the title screen, press the START button while holding down the **A**, **B**, **X**, and **Y** Buttons during the game.

port A port B port C port D
power button   open button
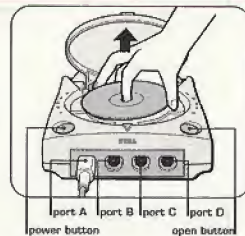
Main Operations

Controller	Menu Selection	Game Play
D-Pad/Analog Thumb Pad/ ⬆⬇⬅➡ [Joystick]	Select menu and players	Move player/Move ball
AButton (A/C Button)	Confirm	Topspin shot
BButton	Cancel	Slice shot
XButton		Lob shot
YButton		Change viewpoints (only when 1 Player)
Trigger **L**/**R** (**Z**Button)		Switch instructions to COM partner in a doubles match
START button	Start the game	Pause the game / Jump into the game (except for WORLD TOUR)

*Arcade Stick operations are in brackets.

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In-Game Techniques

Serve

Set a serve position with ◄►, and press Ⓐ, Ⓑ or Ⓧ to toss the ball. When the player tosses the ball, a serve gauge will be displayed beside the player. Press Ⓐ, Ⓑ or Ⓧ with good timing because the serve becomes faster as the serve gauge gets closer to "MAX." Press Ⓐ to make a straight serve, and press Ⓑ/Ⓧ to make a slice serve.

Ball Direction

Run to the ball and press Ⓐ/Ⓑ/Ⓧ to hit the ball back to the opponent's court [see below for shot type]. After pressing that button and before hitting the ball back to the opponent, press ▲▼◄► to select the direction to hit the ball. Use ◄► to aim left or right, and use ▲▼ to aim to the front or back.

Shot Type

A topspin shot (Ⓐ) is a regular shot with a forward spin (vertical spin). The ball moves fast, but its trajectory is high and bounces high. A slice shot (Ⓑ) has back-spin. The ball moves slowly as if floating in the air. Its trajectory is low and bounces low. A lob shot (Ⓧ/Ⓐ+Ⓑ) has a high trajectory and goes over the opponent's head. It is used to hit the ball behind the opponent when the opponent is at the net.

Lob

Top

Slice
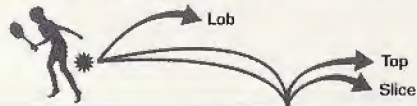
Shot Strength

You can hit the ball harder (faster) if you run to the ball fast enough to get ready for the shot. On the other hand, if you barely catch up to the ball and are not ready for the shot, you will not hit it hard. The strength of the shot changes with the height you hit the ball at (shot point). It is difficult to hit the ball back hard if the ball has a low shot point, for example right after it bounced. The higher the shot point, the harder the shot becomes.

Smash

Wait for a high-trajectory ball to come down, and press Ⓐ/Ⓑ to hit a smash. Press ▲▼◄► to control the ball path in the same way as regular shots.

Drop Shot

Press ▲▼ after pressing Ⓑ to aim at an area near the net. You can make a drop shot that falls near the net. It is effective when the opponent is at the baseline.

Instruction to COM partner

Give a position instruction to your COM partner in doubles matches. Press Ⓛ/Ⓡ (Ⓩ) to switch instructions between the **BASELINE/NORMAL/NET PLAY** displayed at the top of the screen.

BASELINE	Back of the court (defensive)
NORMAL	Regular position
NET PLAY	Front of the court (offensive)

Starting the Game

Selecting a mode

Press the START button in the Title Screen to display the MENU Screen. Select a mode from 4 choices here with ⬆⬇⬅➡ of the D-Pad and confirm with ⒶA.

TOURNAMENT	Try to win all 5 stages of singles matches and 3 stages of doubles matches.
EXHIBITION	Customize game settings and play various singles matches.
WORLD TOUR	Create an original player to enter competitions all around the world. 1 player only.
OPTIONS	Change various settings.

Save and Load

This game automatically saves and loads the game data (auto-save function) to and from a VMU. When playing the game, make sure to insert the VMU into slot 1 of the Dreamcast Controller (Arcade Stick) connected to port A. Never remove the VMU or the controller during saving and loading.

Insert the VMU into Expansion Socket 1 of the controller.

In-Game Screen

Instructions to COM partner
(Displayed only in doubles matches)

Number of games
(MATCH COUNT)

Score

Serving player

Serve speed

Pause menu

Press the START button during the game to pause and display the pause menu.

TOURNAMENT

Two pause menu items are displayed in TOURNAMENT mode.

| CONTINUE | Resume the game. |
| END | Quit the game and return to the Menu Screen. |

EXHIBITION

Three pause menu items are displayed in EXHIBITION mode.

CONTINUE	Resume the game.
SETTING	Quit the game and return to the Setting Screen.
END	Quit the game and return to the Menu Screen.

WORLD TOUR

Two pause menu items are displayed in WORLD TOUR mode.

| CONTINUE | Resume the game. |
| WORLD MAP | Quit the game and return to the World Map Screen. |

Game Modes

There are 4 modes to choose from

This section explains the contents and operations of the "TOURNAMENT," "EXHIBITION," "WORLD TOUR," and "OPTIONS" modes.

TOURNAMENT [for 1 to 4 players]

Try to win all 5 stages of singles matches and 3 stages of doubles matches. Press the START button of another controller during the game to jump into the game (P.9).
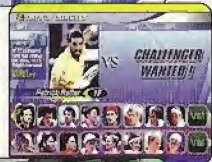
1 Selecting a match system
Select "TOURNAMENT" in the Menu Screen to display the "SINGLES / DOUBLES" menu.

2 Selecting a player
Select a player from the 16 featured male and female players. Select with the D-Pad, and confirm with Ⓐ. To use a player created/trained in WORLD TOUR mode, select "VM" shown on the right. "VM" can only be selected when a player was created in WORLD TOUR mode and the VMU is inserted. Since the non-1P controller can also use a customized player if a VMU with WORLD TOUR data is inserted into Expansion Socket 1 of that controller, you can play your customized player with or against your friend's.

3 Starting the match
The match starts after selecting and confirming the player and the opponent. Try to win the series of matches. Press the START button during the game to display the Pause Menu (P.7). To continue the game after losing, select "CONTINUE" and press Ⓐ. To return to the Menu Screen, select and confirm "END."

"Jumping Into the Game"

In both "TOURNAMENT" and "EXHIBITION" modes, other players can "jump into the game" by pressing the START button of an unused Dreamcast Controller. The START button can be pressed during player selection or during the game. It works as follows:

Select Player
First, select a player. Although a male player cannot play against a female player, it is possible to make a mixed pair in doubles.

Coin Toss
Toss a coin to decide who serves. There are no controller operations here.

Start the Game
The game starts after deciding who serves. Up to becoming a 4P game, it is possible to "jump into the game" even after the match has started.

EXHIBITION [FOR 1 TO 4 PLAYERS]

A mode for challenge matches where game settings can be freely assigned. There is only one match in this mode. Here, too, it is possible to "jump into the match" by pressing the START button of another controller during the game (P.9).

1 Selecting a match system
Select "EXHIBITION" in the Menu Screen to display the "SINGLES / DOUBLES" menu just like in the TOURNAMENT mode.

2 Setting the player position
Set an initial player position regardless of singles or doubles. Use ⬆⬇⬅➡ of the D-Pad to select a position, and confirm with Ⓐ. Press the START button of other controllers to play a game with 2 to 4 players. Each player selects and confirms their position here, too.

3 Setting rules
Set various match rules. Select the rule with ⬆⬇ of the D-Pad, and change with ⬅➡. After setting all rules, move the cursor to "OK," and press Ⓐ.

GAME COUNT
Number of games to win one match (1- 6 games).

TIEBREAKER
Switch on/off the tiebreaker rules.

COM LEVEL
Level of COM opponent (select one from EASY, NORMAL, HARD, and VERY HARD).

4 Selecting players
Just like in the TOURNAMENT mode, select one of 16 male and female players to control. After your selection, assign opposing COM players.

5 Selecting a stage
Select a stage to play the match. Only 5 stages are available at the beginning. As the game proceeds, you can purchase stages at a shop in "WORLD TOUR" mode and then select more stages for play here.

6 Starting the match
Start the match after selecting the stage. Press the START button during the game to display the Pause Menu (P.7).

About tiebreakers in "Tennis 2K2"

An extra game will be added if no player wins by 2 or more games within the set number of games. After the players have won the same number of games, the last game will be a tiebreaker. In the tiebreaker, points will be counted as numbers (e.g. 5-6), and the first player to win by 2 while gaining 7 or more points is the victor. Each player serves twice in a row. This rule is slightly different from the rules of actual tennis.

WORLD TOUR [FOR 1 PLAYER]

Create one male player and one female player, and join the World Tour. Train the created players through mini-games, and enter tournaments held all around the globe to compete for the #1 world ranking.
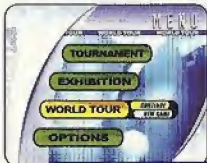
1 Starting the WORLD TOUR

When selecting the "WORLD TOUR" mode for the first time, the games starts from step 2 below. If there is "WORLD TOUR" saved data, a menu will be displayed. Select "NEW GAME" to start a new game and select "CONTINUE" to continue a saved game.

2 Creating characters

Create one male player and one female player. Set the following 5 items first for the male player. Select the items to be set with ↑↓ of the D-Pad, and proceed to each Setting Screen by pressing Ⓐ. After setting them, move the cursor to "END," and press Ⓐ. Next, create the female player in the same way. After setting up two characters, a screen shown down to the left will be displayed. To confirm, select "END" and press Ⓐ.
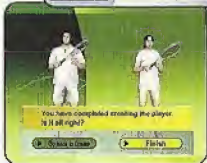
NAME	Name the player.
HEAD	Set face, complexion, and hair style.
BODY	Set height and weight.
PLAYS	Set preferred hand and back hand.
GEAR	Set racket and clothes.

3 Invitation Card

After creating characters, an Invitation Card will be delivered to you. Press the START button to proceed to the next step.

4 Build your home

Build a house on the world map. Rotate the world map with the D-Pad, and press Ⓐ to build. Don't forget where you built it, as your home plays an important role.

5 World map

The basic screen for the WORLD TOUR mode. Select where to go with the D-Pad, and confirm with Ⓐ. Switch players with Ⓡ. This screen includes information on the current date, name and standing of the player, and the player's stamina.

6 Tour calendar

Press the START button during the first week of each month or in the World Map Screen to see the tour calendar. This calendar shows the competition schedule for the whole year. To see the schedule for other months and check competitions to enter, use ◀▶ of the D-Pad. Select and confirm "RETURN TO MAP" to return to the World Map and "GAME END" to quit WORLD TOUR mode.

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HOME

Check the status of players and change their clothes to new ones. Select "STATUS" or "GEAR" to proceed to each screen.

STATUS　　Check player abilities. Press R to switch players. Press B to return to HOME. Status can be enhanced through training (P.16). Check the status often and create your ideal players.

GEAR　　Change items such as rackets and clothes. Select the items with ⬆⬇ of the D-Pad, and set them with ⬅➡. Press R to switch players. Press B to return to HOME. Each item can be purchased at shops (P.18).

REST　　Execute this command to let the players rest and recover stamina and proceed to the next week. The stamina of each player is displayed at the top right of the screen. Let the players take a rest if they seem too tired. Make sure to check the tour schedule when executing this command.

EXIT　　Finish preparation at HOME and return to the World Map.

COMPETITIONS

There are five kinds of competitions: men's singles/doubles, women's singles/doubles, and mixed doubles. The current standing of the player decides which competitions are available. The higher the standing, the higher the level of competitions that will be available. A partner is necessary if entering doubles competitions. Find a partner at the shop and sign them to a contract.

FLOW OF THE COMPETITION

STEP1　　Move the cursor on the World Map to the point where the competition is held and see information on the competition. You will be asked "ENTER?" if you press A here. Press A to confirm entry.

STEP2　　Once entering the competition, a tournament chart will be displayed for you to learn about the competition.

STEP3　　Start the match. The flow of the match is the same as in TOURNAMENT mode.

STEP4　　After the match, the Reward Screen will be displayed. Winning at least the first round will let you earn some money, even without winning the whole competition. A week passes thereafter, and you will return to the World Map.

TRAINING

Train your players through mini-games. Training is categorized as follows: serve, footwork, stroke, and volley. Select a training menu based on the ability to be improved. The level of training goes up as the abilities of the two players reach certain levels.

FLOW OF THE TRAINING

STEP1 Move the cursor to the point where training sessions are available to see information on the training. You will be asked "ENTER?" if you press Ⓐ here. Press Ⓐ to confirm entry to the training.

STEP2 Once in the training, play methods and conditions for advancement are displayed.

STEP3 Confirm the conditions for advancement and start the training. Use all of your skill to clear the mini-games.

STEP4 The training record will be displayed after completing the training. A week passes thereafter, and you will return to the World Map. The status level of each category goes up based on the points gained, so keep trying until you succeed.

TYPES OF TRAINING

Some of the various mini-games offered in the training are introduced here.

PIN CRASHER

Improve your serve. Like bowling, serve and knock down pins to gain points (5 games).

TANK ATTACK

Improve your stroke. Hit back a powerful ball to defeat enemy tanks (30 seconds).

BULL'S EYE

Improve your volley. Aim at the target (higher points at the center) and keep hitting the ball back (30 seconds).

DANGER FLAGS

Improve your footwork. Dodge red balls and collect flags (30 seconds).

SHOP

Select a shop on the World Map and press Ⓐ. You will be asked if you want to enter. Select "YES" and confirm to enter. Various items are sold at the shop, and they can be purchased with the money you have earned. Different shops sell different items. Select "EXIT" to return to the World Map.

| RACKET | Rackets can be used both by male and female players. Equip at home. |
CLOTHING	Tennis wear and other clothing items are sold. Equip at home.
ETC.	Wrist bands, shoes, and other items are sold.
PARTNER	Partner contracts for doubles matches. Contracts last for 2 months. You cannot enter doubles competitions unless you make a contract at a shop. Only one COM partner can be contracted for doubles matches. The contract with your partner expires when you sign a contract with someone else.
STAGE	Once contracted, they can be used in the EXHIBITION mode.

OPTIONS

Various in-game settings can be changed in Options. Select the option menu with ⬆⬇ of the D-Pad, and change settings with ⬅➡. To go back to the Menu Screen, move the cursor to "EXIT" and press Ⓐ.
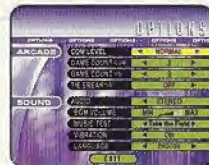
TOURNAMENT

Settings in TOURNAMENT mode.

COM LEVEL	Level of COM opponent (select one from EASY, NORMAL, HARD, and VERY HARD).
GAME COUNT (COM)	Number of games to win one match against COM (1 to 6 games).
GAME COUNT (VS)	Number of games to win when playing with other players (1 to 6 games).
TIEBREAKER (VS)	Switch on/off the tiebreaker rules (P.11).

SOUND

Sound and vibration settings.

AUDIO	Switch audio output between stereo/mono.
BGM VOLUME	Change in-game BGM volume.
MUSIC TEST	Listen to the music played in the game.
VIBRATION	Switch on/off the vibration of the Jump Pack.
LANGUAGE	Change the language of in-game messages to "JAPANESE," "ENGLISH," "DEUTSCH," "FRANCAIS," AND "ESPANOL."

Patrick Rafter (AUS)
Height: 6'1"(185cm)   Weight: 190lbs(86kg)
Date of Birth: 12/28/72
Preferred Hand Type: Right-handed
Type: Serve & Volley

Tim Henman (GRB)
Height: 6'1"(185cm)   Weight: 170lbs(77kg)
Date of Birth: 9/6/74
Preferred Hand Type: Right-handed
Type: Serve & Volley

Cedric Pioline (FRA)
Height: 6'2"(187cm)   Weight: 175lbs(79kg)
Date of Birth: 6/15/69
Preferred Hand Type: Right-handed
Type: All-Around Player

Yevgeny Kafelnikov (RUS)
Height: 6'3"(190cm)   Weight: 185lbs(84kg)
Date of Birth: 2/18/74
Preferred Hand Type: Right-handed
Type: All-Around Player

Tommy Haas (GER)
Height: 6'2"(187cm)   Weight: 182lbs(82kg)
Date of Birth: 4/3/78
Preferred Hand Type: Right-handed
Type: Strong Forehand

Thomas Enqvist (SWE)
Height: 6'3"(190cm)   Weight: 192lbs(87kg)
Date of Birth: 3/13/74
Preferred Hand Type: Right-handed
Type: Strong Backhand

Magnus Norman (SWE)
Height: 6'2"(187cm)   Weight: 198lbs(89kg)
Date of Birth: 5/30/76
Preferred Hand Type: Right-handed
Type: Fast Runner

Carlos Moya (ESP)
Height: 6'3"(190cm)   Weight: 177lbs(80kg)
Date of Birth: 8/27/76
Preferred Hand Type: Right-handed
Type: Powerful Strokes

Venus Williams (USA)
Height: 6'1"(185cm)   Weight: 160lbs(72kg)
Date of Birth: 6/17/80
Preferred Hand Type: Right-handed
Type: All-Around Player

Serena Williams (USA)
Height: 5'10"(178cm)   Weight: 145lbs(66kg)
Date of Birth: 9/26/81
Preferred Hand Type: Right-handed
Type: Powerful Strokes

Lindsay Davenport (USA)
Height: 6'2"1/2(189cm)   Weight: 175lbs(79kg)
Date of Birth: 6/8/76
Preferred Hand Type: Right-handed
Type: All-Around Player

Monica Seles (USA)
Height: 5'10"1/2(179cm)   Weight: 154lbs(70kg)
Date of Birth: 12/2/73
Preferred Hand Type: Left-handed
Type: Hard Hitter

Mary Pierce (FRA)
Height: 5'10"(178cm)   Weight: 150lbs(68kg)
Date of Birth: 1/15/75
Preferred Hand Type: Right-handed
Type: Strong Forearm

Arantxa Sanchez-Vicario (ESP)
Height: 5'6"1/2(169cm)   Weight: 123lbs(56kg)
Date of Birth: 12/18/71
Preferred Hand Type: Right-handed
Type: Various Shots

Jelena Dokic(YUG)
Height: 5'9"(175cm)   Weight: 132lbs(60kg)
Date of Birth: 4/12/83
Preferred Hand Type: Right-handed
Type: Fast Runner

Alexandra Stevenson (USA)
Height: 6'1"(185cm)   Weight: 156lbs(71kg)
Date of Birth: 12/15/80
Preferred Hand Type: Right-handed
Type: Strong Backhand

Courts

Play on the world's greatest courts
You can play matches on various courts in "Tennis 2K2." Some are introduced here.

Melbourne, Australia
Surface: Hard
Ball speed: Fast
Bounce: High

Paris, France
Surface: Clay
Ball speed: Slow
Bounce: High

London, England
Surface: Grass
Ball speed: Fast
Bounce: Low

New York, USA
Surface: Hard
Ball speed: Fast
Bounce: High

Tokyo, Japan
Surface: Artificial turf
Ball speed: Slow
Bounce: Regular

???

You can play on more
courts in EXHIBITION
mode as you buy them
at shops in WORLD
TOUR mode.

CREDITS

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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:
- web site   http://www.sega.com/customer_service
- e-mail   support@sega.com
- 800 number   1-800-USA-SEGA
- Instructions en français, téléphoner au: 1-800-872-7342.

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